

Lone Wolf Club Newsletters

Newsletter #14

Joe Dever is the creator of the bestselling Lone Wolf adventure books and novels. He is the creator and editor of the original Lone Wolf Club Newsletters that were published between 1985–96.

Gary Chalk is the main illustrator of the early Lone Wolf Club Newsletters.

Brian Williams is the main illustrator of the later Lone Wolf Club Newsletters.

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Contributors for Project Aon Editions

This project would have been impossible without the helpful contributions of:

David Davis – allowing scanned copies to be made of his near-complete collection of Lone Wolf Club Newsletters.

Paul Haskell – providing better quality scans of artwork taken from the books.

Simon Osborne – creator and maintainer of this document.

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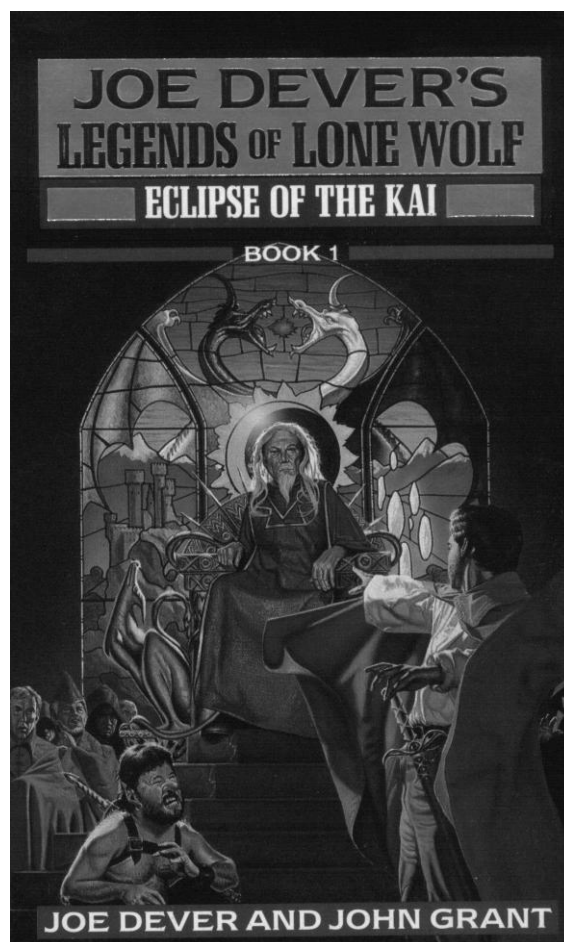
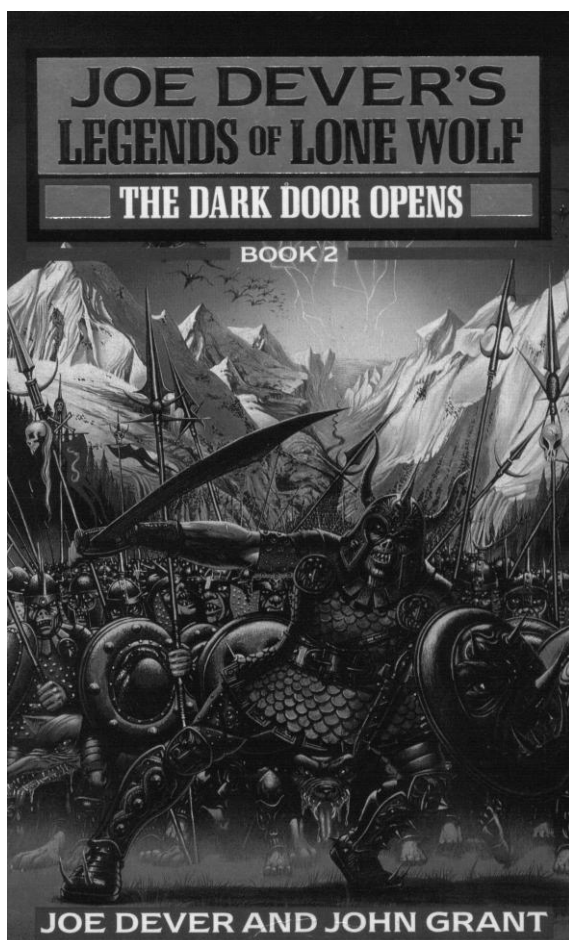
Scans of the original newsletters have been edited so that many faded illustrations have been coloured consistently black. In some instances, this has resulted in a higher quality output than found in the originals.



Newsletter No. 14

The first two novels in the LEGENDS OF LONE WOLF series were published in the UK on 1st June 1989.

Signed copies of '**Eclipse of the Kai**' and '**The Dark Door Opens**' are available now to Lone Wolf Club members. See page 9 for further details, including a special '*Legends*' book order form.



News from the Monastery

Those of you who read UK computer software magazines cannot have failed to notice their coverage of an extraordinary party that was given last May to launch three new Lone Wolf-related projects, namely

- 1) Publication of Books 1 & 2 in the '**Legends**' series;
- 2) The release of new Lone Wolf software entitled '**The Mirror of Death**'; and
- 3) The start of a Lone Wolf PhoneQuest telephone adventure game entitled '**The Fortress of Doom**'.

The party was held at the Chislehurst Caves in Kent, England, home of the *Labyrinth Live Role Playing Club*. The club members, all of them dressed correctly in Magnamund costumes, hosted a special 'Find Lone Wolf' RPG which took place in the very spooky maze of subterranean tunnels. Party food consisted of such delights as 'Boiled Swampviper,' 'Meresquid salad' and 'Alether berries' washed down with a potent 'Laumspur cocktail'. Joe Dever & John Grant introduced the two novels, and explained how the series came about and how they saw it would progress. Audiogenic Software demonstrated pre-release copies of *The Mirror of Death* on the Spectrum, Amstrad CPC, Commodore and Amiga computers, and Broadsystem Ltd., the producers of the PhoneQuest game, played excerpts from the telephone game over a powerful PA system. In the caves it sounded really fantastic. The day ended with an engraved Lone Wolf tankard being awarded to the winner of the RPG (Jez Ford of *Your Commodore* magazine), and Joe & John signed complimentary copies of the Legends books for all who attended.

The Lone Wolf PhoneQuest project is a very professional, voice-activated telephone RPG which is based on the plot of 'Castle Death'. Currently the game can be played by UK callers on **0898 400 341**, although, due to some technical difficulties (basically there are an insufficient number of lines available on this number to meet demand), this number will be changed in mid-September to: **0898 555 525**. In the next club newsletter there will be an in-depth feature about the PhoneQuest project, including details of the game rules and how to save money.

Lone Wolf

Joe Dever's

PHONEQUEST

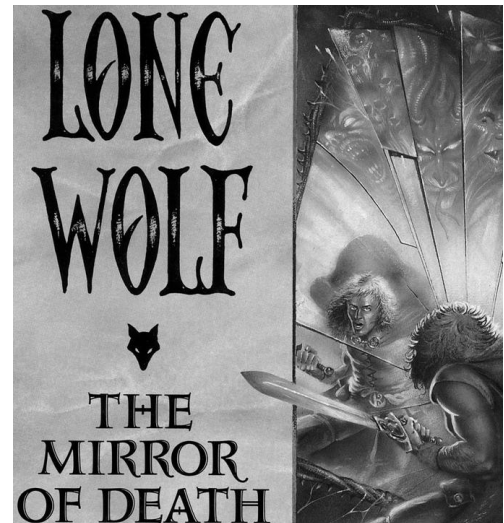
0898 400 341

Broadsystem Ltd., The Elephant House, Hawley Crescent, London NW1 8NP.
Calls cost 25p (off peak) and 38p (standard-peak) per min. incl. of VAT.

A word of caution . . . the call charges are not cheap. The peak/standard time rate charge is 0.38p per minute; cheap rate charge (6pm-8am, and all weekend) is 0.25p per minute. Joe Dever & Broadsystem Ltd. are negotiating with British Telecom in an attempt to have these charges drastically reduced. However, in the meantime, if you'd like to play the *Fortress of Doom* please make sure you have your parent's consent (*assuming they are the ones who will have to pay for the calls!*).

The first '**Mirror of Death**' software versions should be available in the shops in early September. Commodore 64, Amstrad CPC and Spectrum are scheduled for release first, followed by BBC, Electron, Amiga and Atari ST. Exact details can be obtained by phoning Audiogenic Software direct on 01-861 1166.

Joe & John have recently completed work on *Legends of Lone Wolf* Book 4, entitled 'Hunting Wolf'. It follows the plot of 'The Caverns of Kalte' quite closely, as well as explaining in detail how Vonotar usurped the throne of the Brumalmarc. The UK publication date is 1st February 1990.



UK publication of *Freeway Warrior 4: 'California Countdown'* has been brought forward to 2nd November 1989. Watch for a special pre-order form in the next Club Newsletter.

Joe Dever will be appearing at the *Birmingham Readers & Writers Festival*, held in Birmingham (England) on Tuesday 21st November. The event, which will include a lecture and a question & answer session, will be staged in the morning at the Midlands Arts Centre, Canon Hill Park, Birmingham (Tel: 021 440 4221 for further details).

KAI STORY COMPETITION

In this issue we feature the 15+ year old category winner of the recent Kai Story Competition, which featured in LWC Newsletter 9:

'COUNTDOWN TO DEATH'

by JAMES TIPP [age 18]

Set in the year MS 5061.

Dusk.

Hal Morkarn placed his sword into its scabbard and sighed quietly. The sun's rays were fading over the desolate fields of Eldenora. War had scarred this area permanently.

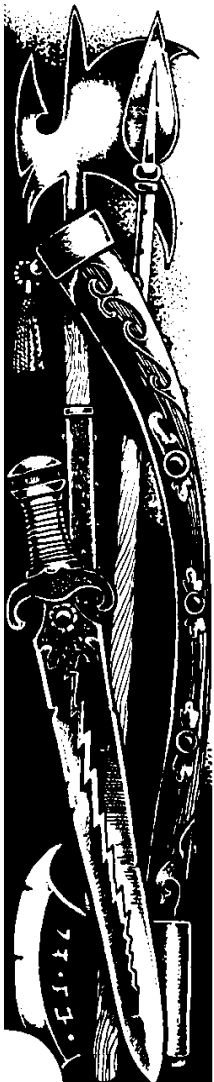
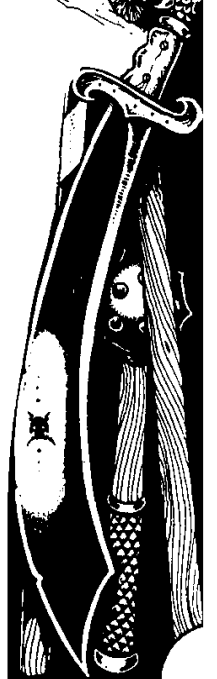
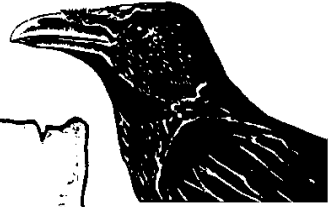
War. How he had loved it once. The derring-do, the power, and the wealth he had accrued. He had fought many battles, received much gold, and never had he tasted the bitterness of defeat . . .

Until now. He, and what remained of his command, were trapped in Oredal. The town was surrounded by a Giak / Drakkarim army that were poised ready to obliterate the place. And all that stood between them and their goal was himself and his 38 mercenaries. The enemy numbered more than two thousand. This was not glorious war; this was slaughter.

The sun had now disappeared and Morkarn knew that he and his brave band would never see it rise again.

One hour passed. He thought of better times, past glories. He had met many people on his travels and warriors of remarkable sword skill. He remembered one such young man he met in Varetta three years ago. What was his name—Lone . . . ? He could not remember.

Another hour gone. He gazed into Oredal. Most of the men had left, ordered by Eldenora's fickle prince-ling to defend the city of Rioma. They were given few weapons for such a task, and precious little training. And so they had died, not as soldiers, but as wayward civilians who had stumbled into, unwittingly into, a Stornlands killing field.





Where were the brave rulers now? Duadon, more like, where the stout city walls would shield them from enemy attack. Oredal was, however, a different place. A town ringed by pitiful defences, threadbare barricades that could hardly withstand the weather, let alone a horde of bloodthirsty Giaks. It was a hopeless position. Oredal was now a fragile haven for the elderly, the sick and the weak. Morkarn had no weapons to share with them; only sticks and stones were there for them to defend themselves with. They were doomed.

Three hours slip away. He hurt. Wounds received a week ago had refused to heal. His blood was poisoned, that he knew, and his mind lacked the resolve to over-come his malady. For what did it matter? Death was close at hand.

Death. Why did it frighten him now? In all the many battles he had fought he could have died so readily, yet it caused him not the slightest worry then. Perhaps it was the waiting. Before, he could have died in the blink of an eye. Now, his fate was sealed and the waiting was close to unbearable.

Four hours lost forever. Would he be remembered after his death? He allowed himself a laugh. To everyone this village, these people, himself, would end up as just numbers on some dusty page, a list of the obscure who fell into darkness. The enemy would claim Oredal as their own, enslave whoever survived, and turn this country into a desolate wasteland as they had done to so many before.

Five hours. The end was approaching. Slowly Hal Morkarn unsheathed his battle-notched sword for the last time, a sword that would become a prized battle trophy of some nameless Drakkar. A breeze had begun to pick up and his cloak billowed like a shroud around his shoulders.

Now torches lit up the horizon—the enemy were on the advance. He gazed skyward, his eyes brimful of tears. He thought of offering a prayer to the Gods, but he knew in his heart that none would hear him. The moon was half full and the shadows upon its surfaces seemed to form the grinning facial features of an old man. The smile was cold and Morkarn found no comfort there.

His hand tightened about the hilt of his sword. Giak scouts were on the fringes of the town, their red eyes glinting like evil jewels in the moonlight. He called his men to arms and ordered them to take no less than ten of the enemy with them to their graves. And, like they had done many times before, the men obeyed his command without question.



The Kai Konnection



The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.

Name: DANIEL WALSH
 Age: 13
 Address: Eire
 Hobbies: Lone Wolf, reading sci-fi & sci-fantasy, writing stories and anything strange!
 Would like an American pen-pal, boy or girl, with similar interests. Will answer all letters.



Name: SEAN KANE
 Age: 16
 Address: USA
 Hobbies: Lone Wolf, Traveller, ElfQuest, Hitchhiker's Guide to the Galaxy, Apple computers.
 Would like a pen-pal, boy or girl, who shares some or all of his interests.



Name: DAVID BRYAN
 Age: 13
 Address: England
 Hobbies: Reading, writing, Lone Wolf, FF, Grey Star, watching TV.
 Would like a pen-pal, boy or girl, aged 11-14 (any nationality), who likes Grey Star.



Name: PETER GIBSON
 Age: 13
 Address: England
 Hobbies: Reading all fantasy books, TV.
 Would like a pen-pal, aged 12-14, boy or girl, with similar interests.

Kai Konnection Form:

NAME:

ADDRESS:

..... AGE:

YOUR HOBBIES / INTERESTS

.....

TYPE OF PEN-PAL YOU WOULD LIKE

.....

.....

Fill in this form in BLOCK CAPITALS please, and send it to:
 LONE WOLF CLUB (KK), 62-65 Chandos Place, London, WC2N 4NW

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).



PART ONE

Joe Dever is currently working on the first of the Lone Wolf Grand Master gamebooks which is entitled 'The Plague Lords of Ruel' and is scheduled for publication in the UK mid-1990. Starting this issue we preview some aspects of the new Grand Master series, beginning with the Grand Master Disciplines which form the basis of the advanced game system.

For Kai Grand Masters who have completed any of the previous adventures in the Lone Wolf series (Books 1–12), you will be allowed to carry over your final COMBAT SKILL and ENDURANCE points scores. These scores may include Weaponmastery, Curing, and Psi-surge bonuses. Only if you have completed these previous adventures will you benefit from the appropriate bonuses in the course of the Grand Master series. You will also be able to carry over any Weapons and Backpack Items you had in your possession at the end of your last adventure, and these should be entered on your new Grand Master *Action Chart* (you are still limited to two Weapons, but you may now carry up to ten Backpack Items).

However, only the following Special Items will be allowed to be carried over to the Lone Wolf Grand Master series (Book 13 onwards):

CRYSTAL STAR PENDANT	JEWELLED MACE
SOMMERSWORD	SILVER BOW OF DUADON
SILVER HELM	HELSHEZAG
DAGGER OF VASHNA	KAGONITE CHAINMAIL

KAI & MAGNAKAI DISCIPLINES

During your distinguished rise to the rank of Kai Grand Master you have become proficient in all of the basic Kai and Magnakai Disciplines. These Disciplines now provide you with a platform of formidable natural abilities upon which to develop your advanced Grand Master skills.



GRAND MASTER DISCIPLINES



Through the pursuit of new skills and the further development of your innate Kai abilities, you will set out upon a path of discovery that no other Kai Grand Master has ever attempted with success. Your determination to become the first Kai Supreme Master, by acquiring total proficiency in all twelve of the Grand Master Disciplines, will be an awe-inspiring challenge. You will be venturing into the unknown, pushing back the boundaries of human limitation in the pursuit of greatness and the cause of Good.

In the years following the demise of the Darklords you will have reached the rank of Kai Grand Defender, which means that you have mastered four of the Grand Master Disciplines listed below. It is up to you to choose which four disciplines these are.

BRIEF SUMMARY OF GRAND MASTER DISCIPLINES

Grand Weaponmastery

The discipline enables a Grand Master to become supremely efficient in the use of all weapons. When you enter combat with one of your Grand Master weapons, you add 5 points to your COMBAT SKILL. The rank of Kai Grand Defender, with which you begin the Grand Master series, means you are skilled in two of the weapons listed opposite and overleaf.

Animal Mastery

Grand Masters have considerable control over hostile, non-sentient creatures. Also, they have the ability to converse with birds and fishes, and use them as guides.

Deliverance (*Advanced Curing*)

Grand Masters are able to use their healing power to repair serious battle wounds. If, whilst in combat, their COMBAT SKILL is reduced to 8 points or less, they can draw upon their mastery to restore 20 ENDURANCE points. This ability can only be used once every 20 days.

Assimilance (*Advanced Invisibility*)

Grand Masters are able to effect striking changes to their physical appearance, and maintain these changes over a period of a few days. They also have mastered advanced camouflage techniques that make them virtually undetectable in an open landscape.

Grand Huntmastery

Grand Masters are able to see in total darkness, and have greatly heightened senses of touch and taste.

Grand Pathsmanship

Grand Masters are able to resist entrapment by hostile plants, and have a super—awareness of ambush, or the threat of ambush, in woods and dense forests.

Kai-surge

When using their psychic ability to attack an enemy, Grand Masters may add 8 points to their COMBAT SKILL. For every round in which Kai-surge is used, Grand Masters need only deduct 1 ENDURANCE point. When using the weaker psychic attack—Mindblast—they may add 4 points without loss of ENDURANCE points. (Kai-surge, Psi-surge, and Mindblast cannot be used simultaneously). Grand Masters cannot use Kai-surge if their ENDURANCE score falls to 6 points or below.

Kai-screen

In psychic combat, Grand Masters are able to construct mind fortresses capable of protecting themselves and others. The strength and capacity of these fortresses increases as a Grand Master advances in rank.

Grand Nexus

Grand Masters are able to withstand contact with harmful elements, such as flames and acids, for upwards of an hour in duration. This ability increases as a Grand Master advances in rank.

Telegnosis (*Advanced Divination*)

This discipline enables a Grand Master to spirit-walk for far greater lengths of time, and with far fewer ill effects. Duration, and the protection of his inanimate body, increases as a Grand Master advances in rank.

Magi-Magic

Under the tutelage of Lord Rimoah, you have been able to master the rudimentary skills of battle magic, as taught to the Vakeros—the native warriors of Dessi. As you advance in rank, so will your knowledge and mastery of Old Kingdom magic increase.

Kai-alchemy

Under the tutelage of Guildmaster Banedon, you have mastered the elementary spells of left-handed magic, as practiced by the Brotherhood of the Crystal Star. As you advance in rank, so will your knowledge and mastery of left-handed magic increase, enabling you to craft new Kai weapons and artifacts.

If you successfully complete the mission as set in the first of the Lone Wolf Grand Master series, you may add a further Grand Master Discipline of your choice to your *Action Chart* in Book 14.

For every Grand Master Discipline you possess, in excess of the original four disciplines you begin with, you may add 1 point to your basic COMBAT SKILL score, and 2 points to your basic ENDURANCE points score. These bonus points, together with your extra Grand Master Discipline, your original four Grand Master Disciplines, and any Special Items that you have found and been able to keep during your adventures, may then be carried over and used in the next Grand Master adventure, which will be called '*The Captives of Kaag*'.

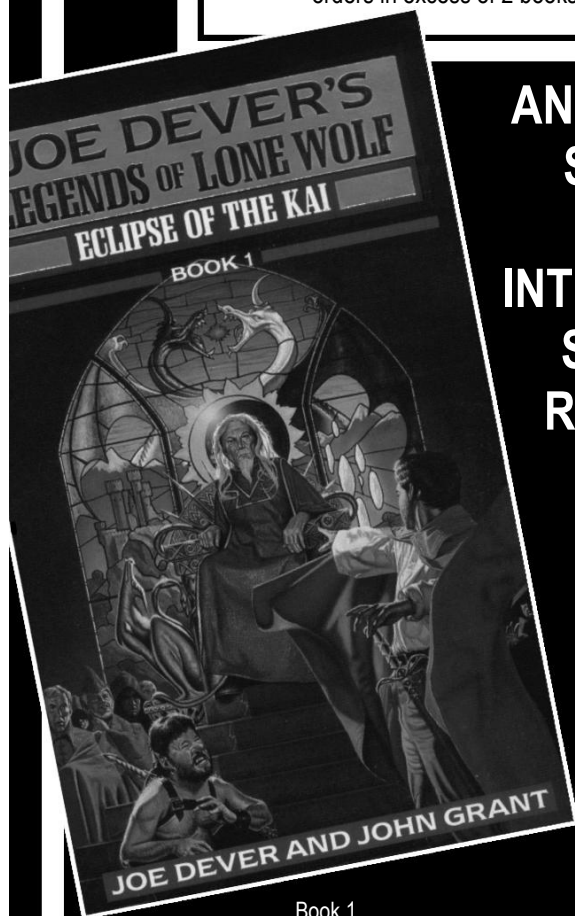


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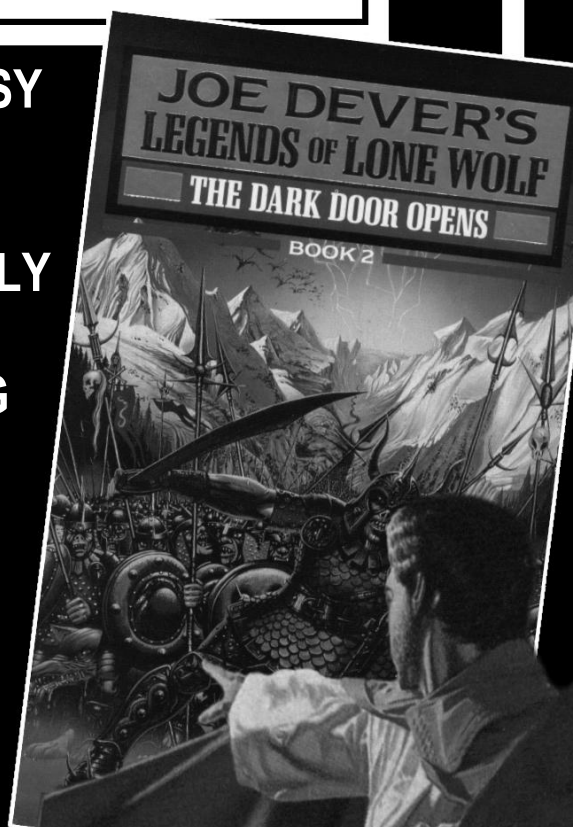
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Eclipse of the Kai
Joe Dever & John Grant
£2.50 June 1

AN EPIC FANTASY SAGA BASED ON THE INTERNATIONALLY SUCCESSFUL ROLE-PLAYING GAMEBOOK SERIES, LONE WOLF



Book 2
The Dark Door Opens
Joe Dever & John Grant
£2.50 June 1

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3	£0.68	£0.95
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5	£0.95	£1.50
6	£1.25	£1.75
7+	£1.55	£2.12

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LONE WOLF 14: The Captives of Kaag		N.Y.A.	
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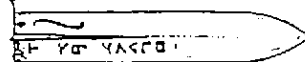
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LONE WOLF CLUB COMPETITION RESULTS



The winner of the KAI GRAND MASTER competition featured in Club Newsletter No. 12 was:

BARRY HOLMES of Clitheroe, Lancs.

Barry won a copy of the original 'Eclipse of the Kai' manuscript signed by Joe Dever & John Grant. The three runners-up, who each received a Lone Wolf T-shirt, were:

LUKE HALFORD of Leicester

ALAN SHITH of Ipswich

JOHN BECK of Old Whittington, Derby

Congratulations to Barry, Luke, Alan & John, and thanks to all the club members who entered the competition. Despite the difficulty of the questions, over 90% of all entrants succeeded in answering the quiz correctly. The answers were as follows:

- | | |
|------------------------------|-----------------------------|
| 1: Alema | 7: Sadzar |
| 2: Blackscreeamerz | 8: Adamas |
| 3: Hrod | 9: Ghorkas' dung |
| 4: The Famous Asajir Players | 10: Sebb & Halgar |
| 5: Green | 11: Onipa |
| 6: Kaskor | 12: Drakkarim Death Knights |

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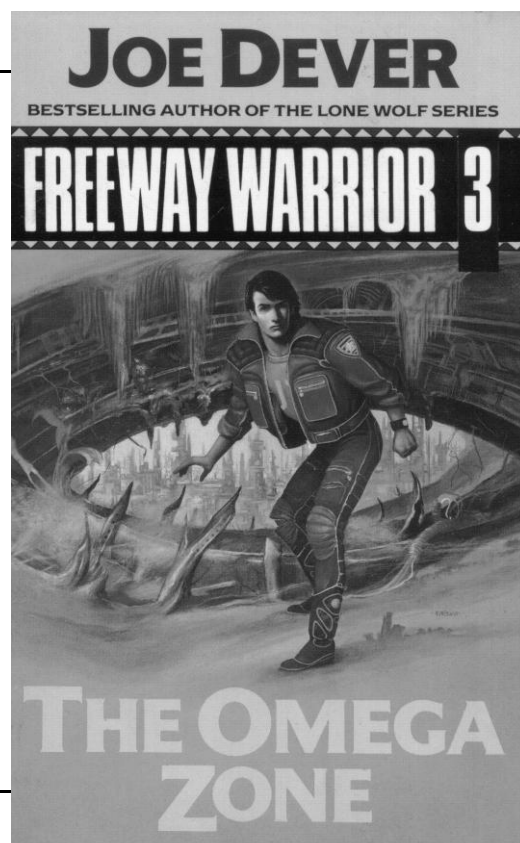
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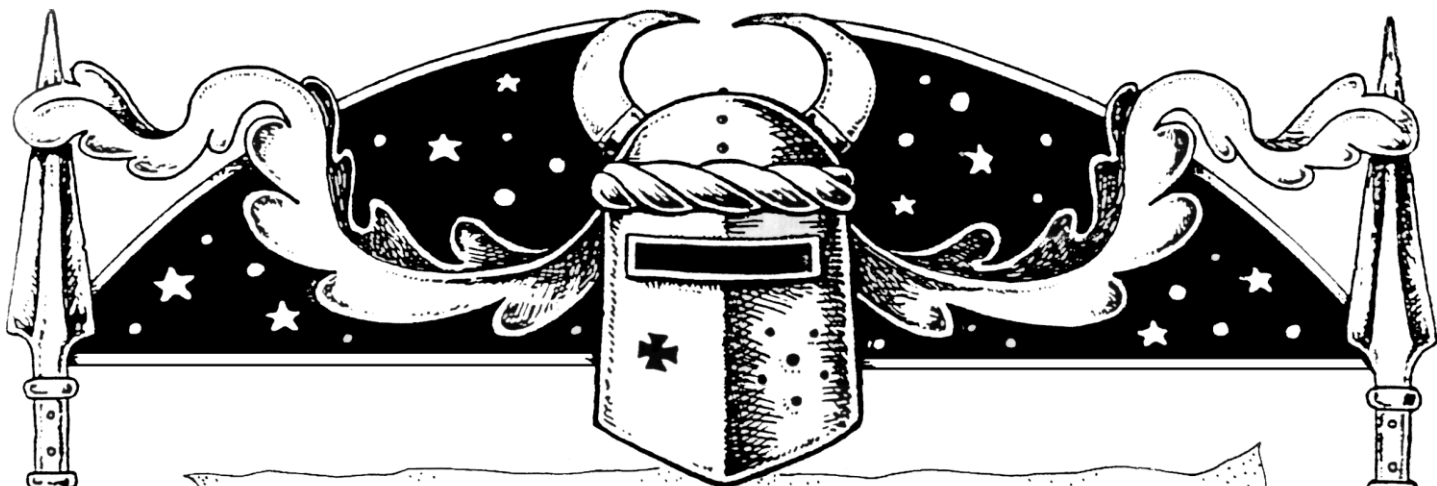
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DRAW A MONSTER COMPETITION

In this issue we've got for you a rather unusual Painting / Drawing Competition. All you have to do is design, draw and / or paint an enemy of Lone Wolf's in the space provided (or on a neat photocopy), using the feet and sword blade provided as the basis of your creation. It can be in black & white or colour, and you can use an adversary from one of the Lone Wolf books or you can create a completely original foe. It's up to you.

When you've finished, fill in the details at the bottom of the form and send it to the club, c/o the address shown.

All entries must be submitted no later than **30th November 1989**. Any received after that date will not be counted so try and complete your picture and send it to us as soon as possible. The winner and runners-up will be notified by post by December 31st.

THE PRIZES.

Entrants will be split into three age categories—**Under 11s, 11-14s, 15 & over**. Joe Dever will judge the entrants and the best in each category will receive a **Lorus LCD Chrono/Alarm wristwatch with Time; Calendar; Alarm; 1/100th stopwatch; split time; & hourly time** facilities. The two best runners-up in each category will receive signed copies of 'Eclipse of the Kai'.

NAME..... KAI RANK.....

ADDRESS.....

..... POSTCODE..... AGE.....

Send your answer sheet (with your name, address, age & Kai rank details) to: THE LONE WOLF CLUB (Q17), 39 Corfe Way, Broadstone, Dorset, BH11 9ND, England.

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21 August 2009

0. Preamble

Joe Dever, author of the Lone Wolf game books, and Ian Page, author of the World of Lone Wolf books are providing certain of their works for free (gratis) download from the internet. Rob Adams, Paul Bonner, Gary Chalk, Melvyn Grant, Richard Hook, Peter Andrew Jones, Cyril Julien, Peter Lyon, Trevor Newton, Peter Parr, Graham Round, and Brian Williams are similarly offering the illustrations that they did for these books. This license is intended to protect the rights of the authors and the illustrators, grant rights to their readers, and preserve the quality of the books distributed in this way.

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1.0

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